Logan Pladl – Technical Game Designer

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Skills

Programming Languages — C++, Unreal Blueprints, C#, Python

Software — Unreal Engine 5, Unity, Maya, Photoshop, Machinations

Professional Experience

Associate Technical Designer - Wildseed Games   November 2022 — July 2023

- Owned 3rd person melee combat design and implementation from early pre-production.
- Rapidly iterated on core melee combat functionality to achieve solid fundamentals: intuitive enemy targeting, attack motion warping, impact effects, combos, enemy hit reactions, etc.
- Created a meter system and associated abilities for greater depth: utility-focused attacks with resource cost, perfect dodges, contextual counter attacks, etc.
- Implemented a modular interaction system that sped up the workflow of other designers by 150%.
- Designed and implemented several camera systems including a combat camera that effectively frames nearby enemies.
- Created traversal abilities and tuned the feel of movement by tweaking parameters and animations.
- Collaborated with engineers and animators to create a more efficient workflow for changing attack animations that decreased iteration time by over 40%.

Personal Projects

Grave Secrets   May 2021 — November 2021

- Wrote detailed documentation for game mechanics and implemented alongside programmers.
- Implemented tools to more easily and quickly design grid-based levels in editor.
- Created a save/load system and nonlinear level selection to facilitate smoother progression.
- Designed 19 levels on paper and then built them in Unity.

Parallel Universe Pizza Delivery   May 2021 – November 2021

- Conceived and implemented a novel and technically complex core mechanic that facilitated high player engagement.
- Wrote tests to efficiently find and fix bugs in the game's complex systems.
- Analyzed playtest footage to identify points of confusion and unintended puzzle solutions.
- Solved gameplay problems by implementing new mechanics and iterating level design.

Education

University of Toronto   September 2016 - June 2020

Honors Bachelor of Science in Computer Science with a Focus in Game Design